

2017

**Jacksonville  
Recreation &  
Parks Department**

## Youth

### Boy's Basketball Rules



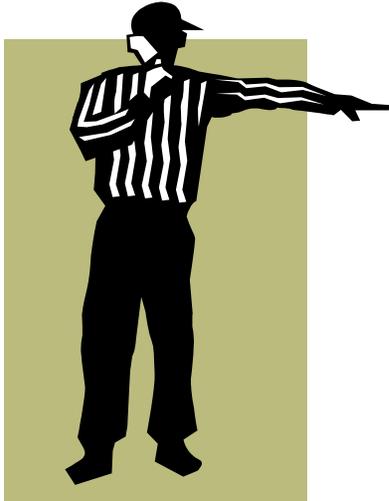






## Ejections

1. Any coach or assistant coach receiving two (2) unsportsmanlike technical fouls in one (1) game shall be ejected from that game and must leave the gym for the remainder of the night.
  - a. Any coach ejected from a game will be subject to dismissal from coaching the remainder of the season, and in the future, upon review by the Athletic Department otherwise, he/she will not coach in the next game actually played. (postponements are not counted as games missed) **This rule is not subject to an appeal.**
2. Any player receiving two (2) unsportsmanlike technical fouls shall be ejected from the game and gym and is suspended from playing his/her team's next two (2) games. A player receiving a flagrant technical foul shall also be ejected from the game and gym and must sit out two (2) games.
  - a. Any player thrown out or ejected from two (2) games during a season shall be suspended from playing for the remainder of the season. **This rule is not subject to an appeal.**



## 6. EVALUATION AND DRAFT

- a. There will be **no assessments or draft in Tots/ PeeWee**. Participants will be placed on teams by the Athletic Staff.
- b. The department will establish a date, and place to conduct the evaluations for players.
- c. Coaches will be expected to be at the evaluations to pick players for their team.
- d. Draft order will be determined by the reverse finish in team standings from the prior season.
- e. In case of a tie in standings, a coin toss prior to the draft will determine draft order of these teams.
- f. Siblings will go as one pick. (*participants in the same house hold will be treated as siblings*)
- g. Head Coach and Assistant Coach's children will be placed on their team.
  1. Assistant Coach's child/children will count as 1st draft choice.
  2. Once a team's assistant coach has been selected and their child/children placed on that team, a coach may not select another assistant, for the purpose of adding a child/children to a team while those children are on that team.
- h. No more than eight (8) players allowed per team.
  - A. Each team will receive 1 draft pick in the first round after the expansion teams get their second pick. Exception: A team has four (4) players on its roster.
  - B. Once a team has four (4) players on its roster, this team will not select again until every team has reached four (4) players. Then the selection of the remaining players will resume from the beginning.
- i. All players not participating in assessments will be placed on a team by the Recreation Department.
- j. Request by parents for their child to go back through the draft will be permitted.
- k. Request by parents for a child to be on a certain team will be passed on to the coaches prior to the draft.
- l. **EXPANSION TEAM:** Any expansion team will be given the first two (2) picks of the draft.
  - A. If there is more than one (1) expansion team, then each team will be given two (2) picks with the selections as follows: team A, team B, team B, team A
  - B. Once the expansion teams finish selecting, all other teams under 4 players will receive a draft pick.
 

**EXCEPTION:** There is a rebuilding team.
- m. **REBUILDING TEAM:** Any team with only one returning player will be given one (1) pick after the expansion team(s) select their first draft pick.
  - A. If a draft begins with a rebuilding team, once the rebuilding team finishes selecting, all other teams under 4 players will receive a draft pick.
- n. Players may NOT be on more than one (1) team.
  - A. **PENALTY:** Each game played in will result in a forfeiture.

7. **RECRUITING:** JRPD will not condone the recruiting of players by coaches or coaches having players request to go back through the draft in order to be drafted by this coach. **PENALTY:** Coach is subject to dismissal by Recreation Department.
8. Players **may not be dropped** from a team without the approval of JRPD. Coaches shall:
  - a. Report all players that move or stop coming to games to the League Administrator .
  - b. Make all necessary inquiries as to the reason for a player's absence.
9. **PRACTICE:** Practice sites and times will be assigned to all teams.
  - a. Teams may practice no more than two (2) times a week.
  - b. Teams are encouraged to practice at least once a week during the season.
10. **UNIFORMS:** JRPD will issue a uniform consisting of a jersey. Players may not alter their jersey in any way. Players will keep these at the end of the season. Players are required to wear non-marking tennis shoes. **Shorts or pants with pockets are prohibited.**
11. **COACHES:**
  - a. All volunteer coaches will be selected by the Athletic Staff.
  - b. Coaches will be certified by the National Youth Sports Coaches Association (NYSCA).
  - c. Must submit to a background check.
  - d. Any coach before or during the season charged with a crime by a law enforcement agency will be suspended until such time a ruling by the court system has been made. The decision as to whether or not he/she will be allowed to continue coaching will be based on the court's decision and reviewed by JRPD.
  - e. Are expected to present themselves in a manner befitting the position of a leader and instructor of today's youth. Cursing or any abuse, either verbally or physically, will be not be tolerated. Drinking should not be done on days of practice or games.
  - f. Will be suspended for one calendar year from coaching any youth sport for:
    1. Playing someone not registered with JRPD.
    2. Playing an ineligible player.
12. **ABSENCES:** JRPD recognizes there are other activities before and during the basketball program. However, players will be expected to make most practices and games. If a player does not make an honest attempt to make practices due to other activities, he/she may be removed from the program.
13. **SCHEDULE/WEATHER POLICY:**
  1. The league schedule will be established by the League Administrator prior to the season.
  2. In case of inclement weather, make-up games will be rescheduled on the first available date by the League Administrator with as much notice as possible. Teams will be expected to play on make-up dates.

## Conduct

### Conduct & Facility Rules

1. While in the Recreation or School Facilities/Gym:
  - a. Profanity will not be permitted.
  - b. Alcoholic beverages or illegal drugs will not be permitted.
  - c. The use of Tobacco products will not be permitted inside the confines of the gym or on School Property.
  - d. Violators of the above rules will be asked to leave the premises.
  - e. Threatening, yelling or berating JRPD staff or officials will not be tolerated.
2. Verbally threatening bodily harm to the official participants of the JRPD Programs before, during or after a practice or game will result in:
  - a. Suspension from participating in any program for a period of one (1) calendar year and cannot attend games during their suspension.
  - b. Violators will be permitted to attend other activities sponsored by JRPD on a probationary status during their suspension.
3. Anyone physically abusing Official Participants (*players, coaches, officials, spectators, and JRPD staff*) before, during, or after a practice or game will result in suspension from participating in any program for a period of one (1) year or longer or even a possible indefinite suspension.
4. Any team representative, player, or spectator removed from a game by the officials:
  - a. Will leave the gym immediately.
  - b. **Will not** be able to appeal this decision.
5. All suspensions shall be rendered by the League Administrator. Anyone wishing to appeal the suspension has three (3) days in which to file a written appeal to the Recreation Superintendent. Repeated violators of the Local Rules will be given longer suspensions than that stated above.
6. Participants in the JRPD program (*players, coaches, managers, and spectators*):
  - a. Are expected to abide by all rules and to conduct themselves in a manner that shows good character and sportsmanship.
  - b. Misbehavior, cursing, or any abuse either verbal or physical will not be tolerated.

## Junior (13-15)

8. **Teams must play all their players TWO (2) FULL quarters of play. Players my not be substituted in the middle of a quarter until they have played their two full quarters.** A coach may substitute for an injured player or a player who gets into foul trouble, this being three or more fouls in a quarter, and get credit for that quarter of play. It does not matter which quarter a player plays, but they must play at least two (2) **entire** quarters. Players with unexcused absences from the mandatory practices scheduled by the Recreation Department may play a maximum of one (1) quarter. Coaches must notify the Recreation Coordinator of players playing only one (1) quarter before the game begins. **(Tournament Rules) All players must enter the game.** However, teams **do not** have to play all their players two (2) full a quarters during tournament play.
9. Any team in the Jacksonville Recreation and Parks Department Youth Basketball Program may begin a game with three (3) ball players. The opposing team will be allowed to play four (4) on three (3). All substitution rules will apply. If at game time a team has less than three (3) players, then that team shall **FORFEIT** the game. Forfeit time for games will be the game time stated on the league schedule. If the previous game goes over the starting time of the next game, then forfeit time will be one minute after the completion of that game.
10. **Mercy Rule**—Once the score reaches a 20 point differential, or more, at halftime or any point thereafter, the game will resort to a running clock, including administration of free throws or all other dead ball situations, except for timeouts called by the coach.

### Game Rules

1. Only one coach may stand and instruct their players. They may do so opposite of the scorekeeper (at the end of the bench), otherwise they should remain seated. Assistant coaches must remain seated.
2. If there is a tie in the standings at the end of the regular season for first place, all teams who tie for first will be crowned champions.

3. **INCLEMENT WEATHER** (ice, snow):
  - a. If possible, the League Administrator will make a decision to cancel before 5 PM.
  - b. If cancelled before 5 PM, a message will be left on the Athletic Department's rain-out line, (910) 938-5303. It is the coaches responsibility to notify their team of the cancellation.
  - c. If inclement weather occurs after 5 PM, the decision will be made by the gym Supervisor.
  - d. Teams must show up at the gym unless notified otherwise.
4. Any schedule changes must be approved by the League Administrator.

## Pee Wee (7-8)

### Equipment

1. Players will use a 28.5" women's/intermediate basketball.

### Playing Rules

1. All players will shoot one free throw prior to the first quarter. If a player shows up late he/she will shoot their free throw prior to the next quarter of play.
2. For the Pee Wee League, there will be no 3-second lane violations, the goal will be set at 8ft., and free throws will be shot from 12 feet.
3. There will be no pressing in the Pee Wee League at any time. Players **can not** play defense outside the three point line. Home team will start with possession of the ball at the beginning of a game. No score will be kept.
  - A. No team may contain possession of the ball outside the three point line for the sake of running out the clock. Once a team crosses half court with the ball they have ten seconds to break the three point barrier.
4. The Pee Wee Leagues will begin shooting the one and one when a team commits its 7<sup>th</sup> foul during each half.
5. All games will be played by quarters. The Pee Wee League will play four (4), six (6) minute quarters with a running clock only to stop on time-outs, foul shots and the last minute of each quarter. Each team will be allowed four (4) time-outs per game. Each time-out will be for one minute only.
6. **Teams must play all their players two (2) full quarters of play (not 1/2 of each quarter). Players may not be substituted in the middle of a quarter until they have played their two full quarters. No player may start as a substitute in consecutive games.** A coach may substitute for an injured player or a player who gets into foul trouble, three (3) or more fouls in a quarter, and get credit for that quarter of play. It does not matter which quarter a player plays, but they must play at least two (2) **entire** quarters. Players missing the mandatory practices scheduled by the Recreation Department will play a maximum of one (1) full quarter. Coaches must notify the Recreation Coordinator of players playing only one (1) quarter before the game begins.

**NOTE: FAILURE TO ABIDE BY THESE RULES COULD RESULT IN THE RELEASE OF THE COACH!!!!**

## Pee Wee (7-8)

- Any team in the Jacksonville Recreation and Parks Department Youth Basketball Program may begin and end a game with three (3) ball players. Teams may begin the game playing four (4) on three (3). All other substitution rules will apply. If at game time a team has less than three (3) players, then that team shall **FORFEIT** the game. Forfeit time for games will be the game time stated on the league schedule. If the previous game goes over the starting time of the next game, then forfeit time will be one minute after completion of the previous game.

### Game Rules

- Only one coach may stand and instruct their players. They may do so opposite of the scorekeeper (at the end of the bench), otherwise they should remain seated. Assistant coaches must remain seated.



## Junior (13-15)

### Equipment

- Players will use a regular size men's basketball.

### Playing Rules

- In the Junior Boy's League, there will be a 3-second lane violation called, and free throws will be shot from 15 feet.
- A jump ball will determine possession at the beginning of a game.
- The Junior Boy's League will not be allowed to full court press on dead ball situations.
- The Junior Boy's League will be allowed to full court press in the following situations: on a missed free throw, missed field goal and the team behind may press during the last two minutes of the 2nd and 4th quarters and any overtime period(s).
- The Junior Boy's League will begin shooting the one and one when a team commits its 7<sup>th</sup> foul during each half.
- Any time there is a 20-point lead in a game the leading team shall play a zone defense contained within the three point boundaries.
 

**Penalty:** First offense, a warning.  
**All reoccurring offenses:** A technical foul will be called resulting in 2 free throws.
- All games will be played by quarters. The Junior Boys will play four (4), seven (7) minute quarters with a running clock only to stop on time-outs, foul shots, and the last minute of each quarter. Overtime will be two (2) minutes. Each team will be allowed four time-outs per game. At the end of a regulation game, all time-outs will be forfeited with each team given two (2) time-outs for each overtime period. Each timeout will be for one minute only.

## Termite (11-12)

- Any team in the Jacksonville Recreation and Parks Department Youth Basketball Program may begin a game with three (3) ball players. Teams may begin the game playing four (4) on three (3). All substitution rules will apply. If at game time a team has less than three (3) players, then that team shall **FORFEIT** the game. Forfeit time for games will be the game time stated on the league schedule. If the previous game goes over the starting time of the next game, then forfeit time will be one minute after the completion of that game.
- Mercy Rule**—Once the score reaches a 20 point differential, or more, at halftime or any point thereafter, the game will resort to a running clock, including administration of free throws or all other dead ball situations, except for timeouts called by the coach.

### Game Rules

- Only one coach may stand and instruct their players. They may do so opposite of the scorekeeper (at the end of the bench), otherwise they should remain seated. Assistant coaches must remain seated.
- If there is a tie in the standings at the end of the regular season for first place, all teams who tie for first will be crowned champions.



## Midget Boys (9-10)

### Equipment

- Players will use a 28.5" women's/intermediate basketball.

### Playing Rules

- For the Midget Boy's League, there will be no 3-second lane violations, the goal will be set at 9 ft., and free throws will be shot from 12 feet.
- The Midget Boy's League will not be allowed to full court press at any time. **EXCEPTION: the team behind can full court press during the last two minutes of the 2nd and 4th quarters of the game.** Home team will start with possession of the ball at the beginning of a game.
- Any time there is a 20-point lead in a game, the leading team shall play a zone defense contained within the three point boundaries.
 

**Penalty:** First offense, a warning.  
**Additional offenses:** A technical foul will be called resulting in 2 free throws.
- The Midget Boy's League will begin shooting the one and one when a team commits its 7<sup>th</sup> foul during each half.
- All games will be played by quarters. The Midget League will play four (4), six (6) minute quarters with a running clock only to stop on time-outs, foul shots, and the last minute of each quarter. At the end of a regulation game, if the score is tied the game will end in a tie. Each team will be allowed four (4) time-outs per game. Each time-out will be for one minute only.
- Teams must play all their players two (2) full quarters of play (not 1/2 of each quarter). Players may not be substituted in the middle of a quarter until they have played their two full quarters.** A coach may substitute for an injured player or a player who gets into foul trouble, three (3) or more fouls in a quarter, and get credit for that quarter of play. It does not matter which quarter a player plays, but they must play at least two (2) **entire** quarters. Players missing the mandatory practices scheduled by the Recreation Department will play a maximum of one (1) full quarter. Coaches must notify the Recreation Coordinator of players playing only one (1) quarter before the game begins.

**NOTE: FAILURE TO ABIDE BY THESE RULES COULD RESULT IN THE RELEASE OF THE COACH!!!!**

## Midget Boys (9-10)

- Any team in the Jacksonville Recreation and Parks Department Youth Basketball Program may begin and end a game with three (3) ball players. Teams may begin the game playing four (4) on three (3). All other substitution rules will apply. If at game time a team has less than three (3) players, then that team shall **FORFEIT** the game. Forfeit time for games will be the game time stated on the league schedule. If the previous game goes over the starting time of the next game, then forfeit time will be one minute after completion of the previous game.
- Mercy Rule**—Once the score reaches a 20 point differential, or more, at halftime or any point thereafter, the game will resort to a running clock, including administration of free throws or all other dead ball situations, except for timeouts called by the coach.

### Game Rules

- Only one coach may stand and instruct their players. They may do so opposite of the scorekeeper (at the end of the bench), otherwise they should remain seated. Assistant coaches must remain seated.
- If there is a tie in the standings at the end of the regular season for first place, all teams who tie for first will be crowned champions.



## Termite (11-12)

### Equipment

- Players will use a regular size men's basketball.

### Playing Rules

- In the Termite Boy's League there will be a 3-second lane violation called, and free throws will be shot from 15 feet.
- The Termite Boy's League will not be allowed to full court press on dead ball situations. Home team will start with possession of the ball at the beginning of a game.
- The Termite Boy's League will be allowed to full court press in the following situations: on a missed free throw, missed field goal and the team behind may press during the last two minutes of the 2nd and 4th quarters and any overtime period(s).
- Any time there is a 20-point lead in a game the leading team shall play a zone defense contained within the three point boundaries.
 

**Penalty:** First offense, a warning.  
**All reoccurring offenses:** A technical foul will be called resulting in 2 free throws.
- The Termite Boy's League will begin shooting the one and one when a team commits its 7<sup>th</sup> foul during each half.
- All games will be played by quarters. The Termites will play four (4), six (6) minute quarters with a running clock only to stop on time-outs, foul shots, and the last minute of each quarter. Overtime will be two (2) minutes. Each team will be allowed four (4) time-outs per game. At the end of a regulation game, all time-outs will be forfeited with each team given two (2) time-outs for each overtime period. Each time-out will be for one minute only.
- Teams must play all their players TWO (2) FULL quarters of play. Players may not be substituted in the middle of a quarter until they have played their two full quarters.** A coach may sub for an injured player or a player who gets into foul trouble, this being three (3) or more fouls in a quarter, and get credit for that quarter of play. It does not matter which quarter a player plays, but they must play at least two (2) **entire** quarters. Players with unexcused absences from the mandatory practices scheduled by the Recreation Department may play a maximum of one (1) quarter. Coaches must notify the Recreation Coordinator of players playing only one (1) quarter before the game begins. **Exception: (Tournament Rules) All players must enter the game.** However, teams **do not** have to play all their players two (2) full quarters during tournament play.